

DUBLIN LITTLE LEAGUE

2020

HOUSE RULES



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1. PREAMBLE

Dublin Little League, as a chartered organization, shall abide by the Rules and Regulations of Little League Baseball, Inc. Dublin Little League House Rules shall not conflict with, or supersede, Little League Baseball rules and guidelines. Dublin Little League shall follow the 2020 Baseball Official Regulations and Playing Rules Green book.

2. UNIFORM AND EQUIPMENT

All male players must wear a protective cup, regardless of age.

The League Equipment Manager, via the Team Manager, shall issue uniforms to each team. Team members shall not wear league uniforms until opening day, for any reason, unless specifically authorized by the League President. This is for AA and above.

Uniforms damaged by a player beyond normal wear and tear will be replaced at the cost to the parent or guardian of that child. No modifications shall be made to any equipment or uniforms without the express permission of Dublin Little League Board of Directors.

Important: Team Managers are solely responsible for the return of all equipment and uniforms to the League Equipment Manager, and can be financially responsible to the League for these items if not returned in a timely manner.

3. MANAGERS / COACHES REQUIREMENTS

All proposed managers and coaches must turn in completed application for background check prior to the first team practice. There will be no exceptions granted.

All proposed managers and coaches must attend mandatory training clinics as provided by Dublin Little League, including but not limited to, Big Al's Coaching Clinics, Positive Coaching Alliance training, coaches training, rules clinic and safety training. Failure to participate in these clinics may jeopardize their appointment as a manager or coach.

All team Managers must ensure that at least one parent volunteer representative from their team is in attendance at the Dublin Little League field prep clinic for their appropriate Division and that each team has a representative attending the Team Parent meeting. Anyone with any player contact has to complete a volunteer form.

Challenger Division field prep will be assigned to Minor AAA teams.

Team Managers are responsible for their actions, including those actions of the team players, coaches, parents and volunteers. Not following League rules, expectations, and applicable behaviors becoming of a Dublin Little League representative will result in appropriate level of reprimand as determined by the Board of Directors.



4. SPORTSMANSHIP AND DECORUM

Little League Baseball is a program for the youth (not adults) of our community, based on principles and philosophy of good sportsmanship, friendly competition, and peer/family support. Managers, coaches, and other representatives that hold responsible positions shall conduct themselves pursuant to Little League Baseball Regulation XIV and shall consistently demonstrate the virtues of good sportsmanship. **The Board of Directors may summarily remove those not demonstrating these traits and behaviors expected in their respective roles.**

Dublin Little League will not tolerate the abuse (verbally or physically) of players, other managers and coaches, league representatives, umpires or spectators.

5. MEDICAL RELEASE FORMS

A Little League Medical Release form must be present for each player at each practice and game, and be in the immediate possession of the Team Manager. The League provides these forms to the manager prior to beginning the season. Players not having a properly signed / completed Medical Release form may not participate in practices or games.

Medical Release forms are available on the Little League, Inc. official web site: www.Dublinll.org

6. SPECTATORS

Spectators are not allowed to stand directly behind backstops and dugouts and bullpens while games are in progress. Spectators who display poor temperament, poor sportsmanship, or who are abusive to participants, or who consume alcohol or unlawful substances shall be requested to leave the park. Failure to comply with these expectations may result in the suspension of the game. The Umpire-In-Chief shall forward a report to the Division Director concerning the incident immediately following the game suspension. The Division Director shall forward his/her recommendations regarding forfeiture, continuation, etc., to the League President.

Team Managers are required to counsel spectators regarding the League expectations relative to appropriate behaviors as good sportsmanship and teamwork concepts. Recruitment for other leagues and teams is not permitted when Dublin Little League is playing.

7. NON-ROSTER (APPROVED) PLAYERS AND VOLUNTEERS

Non-roster players, volunteers, siblings or other individuals are not permitted in dugouts, bullpens or on the playing field before and during games.

8. DISCIPLINARY ACTIONS

In the event that the Team Manager considers disciplinary action against a player necessary, notification must be given in writing (e-mail or letter form) to the appropriate Division Director and Player Agent before any action is taken and may be implemented only with the permission of the Player Agent. However, in severe extenuating circumstances (i.e., fighting), it may be appropriate to immediately suspend a player. The Team Manager must immediately contact the Player Agent and Division Director with the following information:



- Name of the offending player or players
- Description of the incident
- Disciplinary action taken

Managers may not “bench” a player without doing the following:

- Document practice and game participation of the player in question.
- Hold discussions with the player and parents reiterating your expectations and then document discussions, including dates and times.
- If the issues continue, contact the Division Player Agent via phone, then follow up with an e-mail or written memo. The Player Agent will contact the player’s parents and attempt to resolve the issues presented him/her.
- The Player Agent will refer the player in question to the Disciplinary Committee if the issue cannot be resolved. It is the Disciplinary Committee’s responsibility to determine what action, if any needs to be taken.
- If disciplinary action is deemed necessary by the Disciplinary Committee, the Player Agent will contact the player, parents, and Team Managers of the action that will take place. An e-mail from the Player Agent to the League President will be sent to document the outcome.

In the event that a player becomes disruptive during a game (i.e., fighting, swearing, throwing equipment, etc.), and it is felt that immediate action must be taken, Manager may take immediate and appropriate action and:

- Immediately following the game you must call the Division Director and Player Agent and advise them what transpired and why. You must also send an e-mail or letter to the Player Agent explaining the situation and action taken.
- If an Umpire removes the player from the game, the Umpire is responsible for documenting a report of the incident. The Umpire will forward the report to the Umpire-In-Chief via e-mail.

Team Managers are completely accountable for the actions of their players, and must justify any actions requested and/or taken on players.

9. SCOREKEEPERS / Score Booths

Team managers must solicit assistance from Team Parents for official scorekeeping duties in AA and above. One scorekeeper is required from each team for every game. Training will be provided to those individuals that volunteer for this duty. Official scorekeepers shall remain in the score booth throughout the entire game. Managers, scorekeepers and the umpires shall sign the official score book and pitch count book at the conclusion of the game. It is imperative that scorekeepers be professional and impartial towards the game’s outcome, communicating with the umpire and manager / coach only official scorekeeping activities.

Managers, Coaches, and others shall not revise the official score book in any way. Removal of the official score book from the score booth is not allowed at any time without written authorization from the Division Director or Division Player Agent. At the end of each season the scorebooks should be collected by division directors and stored in the league's archives.

Only scorekeepers are allowed in the score booth during games. Scorekeepers are responsible for taking their own trash from the booth.



10. INCLEMENT WEATHER AND END OF PLAY

If weather is suspect and the probability of the scheduled game being played is in question, Team Managers, umpires, and others will utilize the “Fields Are Closed” light located on the Snack Bars at Emerald Glen, Fallon and Dublin Sports Grounds. If the light is lit, the playing field is considered too wet by the City of Dublin and the game cannot be played. The Schedule Director will be responsible to rescheduling rained out games whenever possible. The Field status can also be found on the Dublin Little League website at www.dublinll.org.

The Umpire-In-Chief (UIC) of a game determines if play shall cease due to darkness. All applicable Little League rules for completeness of game, reversion of scores, final score, etc. will be followed, as determined by Little League rules. Once a game has started, it will be the decision of the UIC to cancel the game due to weather conditions.

In the event of any lightning in the area, the playing field shall be cleared and the game suspended. Play may only be resumed after a sufficient time (30 minutes) has transpired with no lightning strikes. For details, see the Dublin Little League Safety Manual.

11. POSTPONEMENT OF SCHEDULED GAME BY TEAM MANAGER

Game schedules are usually full each week and provide little room for rescheduling. Therefore it is imperative that Team Managers minimize postponement of scheduled games. However, if postponement is necessary the Team Manager must contact the Division Director at least 72 hours prior to the scheduled game time. The Division Director must authorize postponements before contacting team players, as some postponement requests may be declined. Lack of players due to the fact that some players are participating in other sports does not qualify for game postponement. If the Division Director has evidence that the game can be played and a Team Manager refuses to comply with this request, their team will be given a forfeit.

The Division Director must reschedule all approved postponed games within 24 hours. Therefore, Team Managers should be prepared to provide several dates that they believe are adequate for rescheduling of the game prior to requesting postponement. If either, or both teams, cannot or are unwilling to comply with the new game date and time that team(s) will be given a forfeit.

12. CONDUCT

Ejection and Disqualification

Any participant (Manager, Coach, Scorekeepers, parent, fan, etc.) who is ejected from the game shall immediately leave the park and shall not participate in any further league activities (including team practices) until a thorough investigation by the Board of Directors has been conducted. The only exception to this will be if a team player must wait for a parent or guardian to pick them up. In this case, the player may sit in the dugout. Disciplinary action in this case could include suspension from one or more games, or in the worst-case scenario, complete expulsion of the offender from the league.

Note: Questions not addressed by the Little League rules or Dublin Little League House Rules shall be decided pursuant to 9.01C of the Little League Playing Regulations by the Umpire-In-Chief of the game. The Umpire-In-Chief may seek counsel of any on-duty Board Member present during the game.



13. YOUTH UMPIRES

It is recognized that our Little League program will not be successful without the use of Youth umpires. All youth umpires must be League certified and may not work in the Division in which they play. The League Umpire-In-Chief on an individual basis may grant exceptions to this rule.

14. SAFETY

Individual safety and care of the equipment are extremely important objectives of Dublin Little League. Managers/Coaches/Players are encouraged to read the Dublin Little League Safety Manual which is available in the handouts section of the league website.

At no time shall a bat ever be thrown by any individual. This includes players/coaches/umpires who are attempting to return a bat to the dugout. Bats should be returned by hand to the dugout and only transferred between players via a handoff, never by being tossed or thrown.

15. ABUSIVE BEHAVIOR

If a team player deliberately abuses equipment (i.e., throwing bat, catcher's mask, or helmet) or puts another individual in harms way, it will be cause for the offender to be either warned of inappropriate behavior, or in the judgment of the umpire the incident is serious, ejection of the offender. The judgment of the umpire in this situation is final.

In addition, if in the umpire's judgment, a collision occurs with a malicious intent to injure or "take out" a player, or to intentionally dislodge the ball (other than sliding), the base runner will be called "out" and ejected from the game. "High sliding" (foot extended above the ground), barrel rolling, or other means to "take out" a player is not acceptable. Violators shall be called "out" and ejected from the game. The umpire will file a report immediately after the game with the Umpire-In-Chief regarding the incident.

If a team player deliberately abuses equipment, that player will be held financially responsible for the replacement of equipment.

16. COMPLAINT PROCESS AGAINST MANAGERS AND COACHES

On those occasions where a parent, guardian, or others have a complaint against a manager or coach, they should:

Contact the Team manager and discuss one-on-one their complaint and work towards a mutual resolution. Most complaints are about player time or player position and this conversation should help bring clarity of each person's position.

Note: Team managers must follow Dublin Little League House rules and Little League International rules relative to playing time. While the manager may consider a parent's request for more playing time or their child playing a different position, it is ultimately the decision of the Team Manager and his coaching staff.

If a complainant feels that s/he is not satisfied, and would like to discuss the matter further, an e-mail or letter with specific information regarding the complaint must be sent to the Player Agent for that Division. The Player Agent will contact the person and work towards resolving the issue(s).



If the complainant is still not satisfied, s/he must then contact the League President via e-mail or letter outlining specifically the details of their complaint.

Any action taken regarding a manager or coach will be documented and a copy provided to the League President, Division Player Agent, Division Director, and League secretary for filing.

YOUR DIVISION PLAYER AGENT IS:

Name: Jimmy Dilks

Phone: (925) 216-8582

Email: PlayerAgent@dublinll.org

THE LEAGUE PRESIDENT IS:

Name: Charles Torok

Phone: 510-926-5772

Email: President@dublinll.org

17. TEE-BALL DIVISION INFORMATION

Tee-Ball player candidates must be “League Age” four (4), five (5) or six (6) years old. Player candidates for the Tee-Ball Division are considered to have Beginner level skills.

This division is considered a non-competitive program and as such, team scores shall **NOT** be recorded.

All Tee-Ball games shall have a 75-minute time limit. When time is up, play shall cease immediately. There is no limit on the number of innings that can/must be played per game.

The Player Agent shall form Tee-Ball teams based on the school of attendance by the player, and/or such other criteria as developed by the Board of Directors. Retention of players to specific teams shall not occur. Replacement players shall come from a waiting list only, if available. Team Managers are responsible for contacting the Player Agent if a player quits, moves, or is no longer playing.

Continuous Batting Rule

Players shall utilize the continuous batting rule. All players listed on the team roster shall bat.

Defensive Players

Teams will place ALL players on the field defensively each inning. Players should be rotated to different positions during the game to ensure player development.

Playing Rules:

- The player / catcher shall wear full catcher’s equipment. The catcher shall stand away from the home plate while a player is at bat to prevent injury to the catcher.
- The player / pitcher shall wear a protective helmet at all times.
- Base stealing and bunting is not allowed.
- A base runner may NOT advance on an overthrow.



- There shall be no protests or protest situations in this Division.
- Players during the game are not allowed to pitch.
- The batting tee shall be placed in front of home plate and the batter shall hit the ball off the tee. No balls or strikes will be called; and there will be no strikeouts.
- When hitting off the tee, the batter will be allowed a maximum of seven (7) swings to hit the ball in fair territory. Failure to do so will result in the batter being retired.
- A batted ball must go beyond an arc drawn ten (10) feet in front of home plate, baseline to baseline to be fair territory, and otherwise it is considered a foul ball.
- Half innings shall end following the completion of the “continuous batting” rule (all players have been up to bat in that inning). It should be noted that once the batting lineup has been submitted at the beginning of the game, it should not change. When the last batter due up during that inning has completed his/her turn at bat, play stops as soon as the ball is returned to home plate. Any defensive player is eligible to terminate the inning by holding the ball and stepping on home plate.
- Batters and runners may be “put out” during a play according to normal baseball rules. However, an inning will not end on the third out and will continue until all players have been up to bat during an inning.

Field Maintenance Responsibilities – See Section 25

18.ROOKIE DIVISION INFORMATION

Rookie Division player candidates must be:

- League age of six (6) and have completed one year of Little League Tee Ball, or
- Seven (7) years old. Parents of six-year olds who have not played official tee ball may request waiver from Player Agent based on evaluation of skills and knowledge. Five (5) years old players can request an evaluation and can play rookie if approved by the player agent.
- Parents may request to play down a year in age (8-year olds).
- The Rookie Division is considered a non-competitive program and as such, team scores shall **NOT** be recorded. There will be no official team standings. All Rookie games shall have a 90-minute time limit on weeknights and a 2-hour time limit on weekends. When time is up, play shall cease immediately.

Playing Rules

- Each player in the division must play a minimum of nine (9) defensive outs, or three innings.
- Rookie defensive positions shall consist of ten (10) players on the field defensively and the tenth player shall assume a position in the outfield (i.e., right, right center, center, left center and left field). Outfield positions should be positioned in the outfield grass and not be used to augment the infield positions.
- **Players must be rotated at a minimum every two innings to various positions. Rotating players to various positions will further develop each player. All players should be given equal time throughout the season in both the infield and the outfield. We highly recommend that each player be trained a both outfield and infield positions and that the same kids do not sit the bench. Rotate all players. This is a recreational/ training division.**



- Players shall utilize the continuous batting rule and all players on the roster card shall bat whether or not they are playing defensively in the field. This shall not affect the inning ending at three outs.
 - If the batter fouls off the final coach pitch, the batter will be allowed another pitch. An at-bat cannot end on a foul ball.
 - A batted ball must go beyond an arc drawn ten (10) feet from home plate, baseline to baseline, to be in fair territory; otherwise it is considered a foul ball.
- Reasonable attempts should be made to start players that did not start the prior game.
- The player / catcher shall wear full catcher's equipment, including a protective cup, and shall place each pitched ball into a bucket by home plate. Dangling throat protectors must be affixed to the catcher's mask.
- The player / pitcher shall wear a protective helmet with a facemask and shall stand on either side of the pitching coach. The adult coach pitcher shall not receive the ball from any player other than the player / pitcher when possible.
- Base stealing and bunting are not allowed in this division. A player bunting or stealing a base will be called out and runners cannot advance.
- Sliding is permitted, however there will be no head-first slides allowed.
- A base runner may advance only one base on an overthrow, except on a return throw to the pitcher. A base runner may not advance on an overthrow back to the pitcher.
- Play is stopped when the ball is thrown to the player / pitcher, regardless if s/he has control of the ball.
- A player may advance no more than two bases during any offensive play regardless of any overthrows or how far the ball is hit.
- There will not be any formal game protest regarding rules in this Division; however, the Division Manager is always very interested in any input that will improve the kids' experience from Managers, Coaches or Parents.
- To end an inning, one of the following must occur:
 - Obtain three (3) outs, or
 - Each player has completed 1 at bat during the inning. When the last batter due up in the inning has completed her/her turn at bat, play stops as soon as the ball is returned to the pitcher.
- The game will end when any of the following conditions occur:
 - At the completion of six (6) innings.
 - When the time limit has been reached, regardless of the position in the inning.

Coach Pitching rules:

- The offensive manager, coach, or other adult will pitch to their own team.
- No balls or strikes will be called.
- Six (6) coach pitches will be delivered to each batter.
- For the first half of the season, if the batter fails to hit a ball into fair territory on the 5th pitch, a tee shall be placed for the batter and the batter will get two (2) swings to attempt to hit the ball into fair territory.



If after the two swings from the tee the batter fails to hit the ball into fair territory, the batter will be called out.

- For the second half of the season, if the batter fails to hit the ball into fair territory on or after the 5th pitch, the batter will be called out. However, if the batter hits a ball into foul territory on or after the 5th pitch, the batter will receive another pitch (see rule 5 above).

Field Maintenance Responsibilities – See Section 25

19. MINOR A DIVISION INFORMATION

Minor A Division player candidates must be:

- League age of seven (7) and have previously played in the Rookie Divisions, or
- Eight (8) years old. Parents of seven-year olds who did not play Rookie Division may request waiver from Player Agent based on evaluation of skills and knowledge.
- Parents may request to play down a year in age (9-year olds).
- Parents may request an age waiver to play down (10-year olds).

Game length – games are not to exceed 6 innings. Any inning starting after 90 minutes on weekends and 75 minutes on weekdays is declared the last inning (before the inning starts). Hard stop at 120 minutes on weekends and 105 minutes on weeknights, at which point the game reverts back to the end of the last completed inning.

Playing Rules:

- 5 run rule in every inning
- Minimum 7 players, maximum 10 fielding with max 6 in the dirt
- The home team is responsible for providing a scorekeeper
- The batting team is responsible for providing the umpire for that half inning
- Players shall utilize the continuous batting rule and all players on the roster card shall bat whether or not they are playing defensively in the field.
- Players shall play in the infield at least 2 innings as well as the outfield 2 innings. Players shall not play more than 2 innings in any position
- In the event of a shortened game, players must play in 3 of the first 4 innings
- Base stealing and bunting are not allowed in this division. A player bunting or stealing a base will be called out and runners cannot advance.
- The ball is not live on throws from catcher to pitcher
- Runners can advance 1 base on an overthrow per batter. No other advances or overthrows may happen. On an outfield hit, once the ball is back in the infield no other advances or overthrows count
- A play is over when the ball has been intentionally thrown to the pitcher in the pitcher's circle. If the runner is less than half way to the next base the runner must return to the last base acquired.
- Innings End - A team's turn at bat ends after 3 outs or 5 runs in an inning.
- If a manager inadvertently, catches a line-drive hit while pitching, the ball is dead and the pitch is thrown again. The play does not count. If the ball hits the coach, the play continues normally.
- The player / catcher shall wear full catcher's equipment, including a protective cup.



- The player / pitcher shall wear a protective helmet with a face mask and shall stand on either side of the pitching coach when the coach is pitching.
- Sliding is permitted, however there will be no head-first slides allowed.
- Play is stopped when the ball is thrown to the player / pitcher, regardless if s/he has control of the ball.

Note: Home Team will use the 3rd base dugout, Visiting Team will use the 1st base dugout.

Pitching Rules for Minor A Division

Until Spring Break, games are coach pitch only. The coach is allowed up to six (6) pitches. There are no called balls or strikes for the coach pitches, however, the batter may strike out swinging. If the batter has not put the ball in play after six (6) coach pitches, the batter is out. If the last pitch is fouled, another pitch is allowed.

After the Spring Break, the pitching rules are as follows:

- Player pitcher will pitch to the batter until the count reaches three (3) strikes, four (4) balls or the ball is put in play, or the batter is hit by a pitch.
- The batter may strike out. If the count reaches four (4) balls, the coach will come out to pitch and will inherit the number of strikes in the count.
- If the batter is hit by a player thrown pitch then the coach will automatically come out and finish pitching to the batter, inheriting the number of strikes in the count.
- A player may pitch no more than two (1) inning (3 outs) or 35 pitches per game.

20.MINOR DIVISION (AA / AAA) INFORMATION

Minor Division player candidates must be league age of:

AA – eight (8) or nine (9) years old; ten (10) year olds not drafted to AAA. Interested and experienced seven (7) year olds may request permission to participate in league evaluations from the Player Agent based on evaluation of skills and knowledge. Eleven (11) year olds who wish to play AA must have their parents request an age waiver to play down.

AAA - nine (9), ten (10), eleven (11), or twelve (12). Twelve-year olds who wish to play in AAA must have their parents/guardians complete a Regulation waiver form and submit it to the Player Agent.

All candidates must complete a candidate evaluation (try-out) to be eligible for the draft. If a player does not complete the try-out, they will be placed in a division agreed on by the executive board based on the player's experience and skill level.

Rules for the draft are detailed in the Appendix

Team Formation

During the Player Draft, Team Managers shall select minor AA and AAA division teams. Players may not be retained players from year to year.



Late sign-ups, or players not attending tryouts, will be placed (if space is available) in the division that corresponds to their league age and/or experience and skills set, and will be assigned to a team by hat pick or as decided by the Executive Board.

Must Play Rule

Please refer to the latest Little League edition of the Official Regulations and Playing Rules. Managers are encouraged to give all players more than the minimum playing time.

In addition, Dublin Little League requires all AA players to play a minimum of 3 defensive outs in any infield position (C, P, 1B, 2B, SS, 3B).

If a player does not complete their minimum play in a shortened game, and was available to play for the entire game, the player, if present at the start of the next game, must start that next game and complete their minimum play in that next game before being removed. This rule is subordinate to Regulation IV(i) of the Little League Official Playing Rules, which dictates minimum play in non-shortened games.

For all minor divisions: AA/AAA: Dublin Little League, a recreational league, stresses the development of ALL players. Manager and coaches must develop players by training them in at least two to three positions and that each player has exposure to the infield positions. Set positions, and sitting out the same players each game is discouraged. Each player should sit out a couple of innings. The minor division is a training division and DLL is a recreational league. Parents are paying for their children to learn and develop their skills.

Continuous Batting Rule

Players shall utilize the continuous batting rule. All players listed on the roster card shall bat whether or not they are playing defensively in the field. This shall not affect the inning ending at three outs.

Ten Run Rule

The Ten Run Rule is in effect after the 4th inning for AA. For AAA, the league elects not to have the Ten Run Rule.

Player Assignments / Replacement Rules

Any player asked to move up a division (i.e. Minor AA to Minor AAA) is encouraged to do so, however it is not mandatory. If a player refuses to move up, that player will not be eligible to move up at a later date during that same season. In order to move up a division, the player must have participated in try-outs.

For a player to move up a division, the Player Agent and the League President must approve in writing the roster change.

No player can be elevated from the Minor Divisions during the last two (2) weeks of the regular season.

Loss of Player Guidelines

If, for any justifiable reason, a team loses a player during the season, the Manager shall contact the Division Director and Player Agent within 24 hours. The manager shall be given player information from the Player Agent to fill the vacancy as follows:

Minor AA – Replacement players will come from eligible players in the following order:

- Any nine (9) year old players on the waiting list. They will be placed on teams in order of sign-ups as openings occur.



- If no players are on the waiting list, a list of eligible eight (8) year old players from Minor A will be provided to the team manager.
- The team manager has five (5) days from the certification of the player loss to select another player. The Player Agent will then contact the player regarding the selection. **The team manager will not contact the player or his parents; this is the responsibility of the Player Agent.**

Minor AAA – Replacement players will come from eligible players in the following order:

- Any 10, 11 or 12 year old that is first on the waiting list. They will be placed on teams in order of sign-ups as openings occur.
- If no players are on the waiting list, players in the Minor AA division, excluding 8-year-old players.
- The team manager has five (5) days from the certification of the player loss to select another player. The Player Agent will then contact the player regarding the selection. **The team manager will not contact the player or his parents; this is the responsibility of the Player Agent.**
- If the team supplying the replacement player within 24 hours of a scheduled game of notification of reassignment, the player may participate in the scheduled game before he officially joins the player's new team.
- The pitching regulations still apply for the replacement player.

21. GAME RULES FOR MINOR DIVISIONS

Minor AA:

- The pitch count, days of rest, and game of rest are stipulated by Regulation VI in the Official Little League rulebook. Dublin Little League has reduced the number of pitches allowed in the month of March. Please see the table in Section 24 for pitching regulations. In AA, Dublin Little League limits pitchers to 3 innings (9 outs) per game.
- When the bases are loaded (players on first, second and third), the batter will be given a walk after four balls (non-strikes) are pitched.
- A limit of five (5) runs will be allowed for innings one (1) through five (5). Unlimited runs are allowed in the sixth and subsequent innings if extra innings are played.
- In the event that a player hits a “clean” home run (which is determined by the umpire), all runs forced to score by that action will be recorded during that inning (even if it is more than five runs)
- During the regular season Pitchers are only allowed to pitch their pitch count threshold or 3 innings, whichever comes first. During the playoffs the 3-inning threshold is removed.
- For the first half of the season (until Spring Break), runners will not be allowed to steal home on a wild pitch or a passed ball.
- If the catcher has the ball and throws it back to the pitcher, then it is a dead ball and the runners may not steal. **There is no stealing of any bases on a throw back from catcher to pitcher.**
- **Time Limits:**
 - No new inning shall start after 2 hours of play on any single day.
 - The plate umpire shall end any game still in progress at 2 ½ hours of play in any single day.

Note: *If a game is ended due to these time limits, scoring is determined according to the Official Little League Baseball Rule book*



Minor AAA:

- The pitch count, days of rest, and game of rest are stipulated by Regulation VI in the Official Little League rulebook. Dublin Little League has reduced the number of pitches allowed in the month of March. Please see the table in Section 24 for pitching regulations. In AAA, Dublin Little League limits pitchers to 3 innings (9 outs) per game.
- 12-year-old players cannot pitch in Minor AAA per Regulation VI(j).
- A limit of five (5) runs is allowed for innings one (1) through five (5). Unlimited runs are allowed in the sixth (6th) and subsequent innings if extra innings are played.
- In the event that a player hits a “clean” home run (which is determined by the umpire), all runs forced to score by that action will be recorded during that inning (even if it is more than five runs).
- During the regular season Pitchers are only allowed to pitch their pitch count threshold or 3 innings, whichever comes first. During the playoffs the 3-inning threshold is removed.
- **Time Limits:**
 - No new inning shall start after 2 hours of play on any single day.
 - The plate umpire shall end any game still in progress at 2 ½ hours of play in any single day.

Note: If a game is ended due to these time limits, scoring is determined according to the Official Little League Baseball Rule book

22.MAJORS DIVISION INFORMATION

Majors Division candidates must be league age eleven (11) or twelve (12). A Ten (10) year olds may request to play in the Majors Division but must be approved by the Executive Board. All candidates must complete a candidate skills evaluation to be eligible for the draft. Per Little League rules, all twelve (12) year old candidates will be placed on a Majors Division team unless specifically requested to play down by the candidate’s parent/guardian. Parents/guardians who wish their child to play down must complete a Regulation V(a) waiver form and submit it to the Player Agent.

Team Formation

Majors Division teams will select players using the draft. The Draft Method used is described in the Appendix titled “Draft Procedures”

Must Play Rule

Refer to current Official Regulations regarding playing rules. Managers are encouraged to give all players more than the minimum playing time and to rotate players from infield to outfield and bench time.

If a player does not complete their minimum play in a shortened game, and was available to play for the entire game, the player, if present at the start of the next game, must start that next game and complete their minimum play in that next game before being removed. This rule is subordinate to Regulation IV(i) of the Little League Official Playing Rules, which dictates minimum play in non-shortened games.

Player Assignment / Replacement



Candidates will be assigned per the draft prior to the beginning of the season. Any player asked to move up to majors after the draft selection is encouraged to do so, however, it is not mandatory. If a player refuses to move up when requested, the player is not eligible to move up at a later date during the same season. In order to be eligible to move onto a Majors team, players must have participated in the skills evaluation or have completed one-quarter (¼) Of the season at the Minor AAA level.

For a player to move up a division, the Player Agent and the League President must approve in writing the roster change.

If, for any justifiable reason, a team loses a player during the season, the Manager shall contact the Division Director and Player Agent within 24 hours. The manager shall be given player information from the Player Agent to fill the vacancy. The team manager has five (5) days from the certification of the player loss to select another player. The Player Agent will then contact the player regarding the selection. The team manager will not contact the player, other manager, or his parents.

The pitching regulations still apply for the replacement player.

No player can be elevated from the Minor League program during the last two (2) weeks of the regular season.

The Major players will not be retained from season to season on the same team. The players currently on the teams last season (2011) will be "grandfathered" on the same team if they so choose. Otherwise all players will be drafted each season.

If a player was 10 years old last season then that player can stay on the same team for 2 season, if 11 years old, then one season, until all grandfathered players move on to Juniors. Players new to Majors will be drafted each season, starting the 2011-2012 season.

Ten Run Rule

Dublin Little League has elected not to have The Ten Run Rule.

Batting Order

Majors teams will utilize continuous batting order.

Time Limits

All games shall have a 2½-hour time limit, except for the last game of the day on Saturdays. The last game of the day on Saturday shall not have a time limit. No inning shall start after the 2½ hours of playing, except for the last game of the day on Saturdays. Play continues until the game is completed or the red light (umpire ruling applies here) comes on at the snack bar. Innings start at the third out of the previous inning. Any inning in progress at 2½ hours of playtime shall be completed, unless weather/lack of light prevent it.

23.Pitch Counts

Dublin Little League has created a program for limiting the number of pitches that can be thrown during the first month of the Spring Season. The table below outlines the pitching limits for the first month of the season. The standard pitch counts, outlined in Section of the Green Book, will apply starting April 1.

League Age	Maximum Pitches Per Day				
	March	April	May	June	July



11-12	60	85	85	85	85
9-10	53	75	75	75	75
7-8	35	50	50	50	50

The following table outlines the maximum pitches that can be thrown in order to catch the rest of the same day.

League Age	Maximum Pitches to Play Catcher; Same Day				
	March	April	May	June	July
11-12	30	41	41	41	41
9-10	25	41	41	41	41
7-8	25	41	41	41	41

24. Field Maintenance Responsibilities

1. All Divisions

Purpose: To provide a clear understanding of the basic field maintenance requirements and responsibilities of the Home and Visitor teams before and after each game played at Dublin Sports Grounds (generally, fields 1, 2 and 7) Fallon and Emerald Glen Sports Parks. Listed below are the responsibilities for each of the teams (home and visitor and for all divisions), but it is strongly encouraged to help each other complete their responsibilities if there are other parents and coaches available to assist irrespective their “Home” or “Visitor” team designation. Remember, good and timely field preparation benefits all of the kids, and helps to start and end games timely.

Home Team Responsibilities:

PRIOR TO THE GAME:

- Prep the playing field. Lightly water the dirt infield, followed by dragging the infield using the drag screen.
- Chalk the batter’s box, 10’ arc (TeeBall and Rookie only), both base paths and coach’s’ boxes.
- Place the bases at each location, making sure they are secured.
- Bases must be placed so that the appropriate corner points toward the pitcher’s mound.
- Ensure that home team sponsor banners are displayed prior to the game and taken down following the game.
- Ensure the home team dugout is clean before leaving the field.

Visiting Team Responsibilities:

AFTER ALL GAMES AND PRACTICES:



- Replace the bases and equipment in the locking bin and secure the lock. **For weeknight games and practices drag the field. For weekend games drag the field after the last game.**
- Ensure that visiting team sponsor banners are displayed prior to each game and removed following the game.
- Ensure the visiting team dugout is clean before leaving the field.
- Check and lock the score booth door.
- **AFTER THE GAME IS COMPLETED IT IS THE RESPONSIBILITY OF BOTH HOME AND VISITING TEAMS TO CLEAN THEIR OWN DUGOUTS.**
- It is the responsibility of both teams to keep the equipment boxes clean and organized.

Note: It is the responsibility of both teams to keep the equipment boxes clean & organized. Home Team will use the 3rd base dugout, Visiting Team will use the 1st base dugout.

25. JUNIOR AND SENIOR DIVISION INFORMATION

Junior Division player candidates must be league age fourteen (14). Senior Division player candidates must be league age fifteen (15) or sixteen (16). All candidates must complete a player evaluation to be eligible for the draft.

Team Formation

Junior Division teams shall be selected by a player draft. These teams will not retain players from year to year.

Senior Division teams shall be selected by a player draft as well. These teams will retain players from year to year.

Playing Rules

Play shall follow applicable guidelines outlined in the Official Rulebook. Any modifications to the rules and any house rules governing play shall be composed by the District 57 Juniors/Seniors/Big League Director(s).

Player Assignment and Replacement

If, for any justifiable reason a team loses a player during the season, the Team Manager shall within 24 hours report the loss to the Division Director and Player Agent. Player placement will come from eligible players on the waiting list, if any. The candidates who participated in the evaluations will have priority over late registration applicants.

Manager's Option

A Team Manager who has a player(s) eligible under the Official Rules for the draft who wishes to draft them must state so in writing to the player agent prior to the draft. If so stated, the parent-manager is required to exercise this option prior to the close of the specific draft round depending on League Age of players. Parent-manager option takes priority over any other options.

26. POST SEASON INFORMATION

Manager Selection



Each year, a postseason committee shall be formed, consisting of no less than four board members. The postseason director will manage this committee, and will send out a postseason manager application to all AA, AAA, and Majors managers and recognized coaches by late March. All completed applications are due by the first Sunday of April and shall be reviewed by the DLL postseason committee. The committee shall review the managers' and coaches' performances during the year and then submit a recommendation of managers to the league President. The league President will then make the manager selections for each team.

Qualified candidates must have passed a mandatory volunteer application and have been a manager or a recognized coach during the regular Little League season.

Little League (11-12 Year Old Division): The manager and coach(es) shall be regular season team managers and/or coaches from the Little League Baseball (Majors) Division.

9-10 & 10-11 Year Old Divisions: The manager and coach(es) shall be regular season team managers and/or coaches from the Little League Baseball (Majors) Division or Minor League Divisions.

9 Year Old Tournament Teams: The manager and coach(es) shall be regular season team managers and/or coaches from the Little League Baseball (Majors) Division or Minor League Divisions.

Intermediate (50-70) Division: The manager and coach(es) shall be regular season team managers and/or coaches from the Intermediate (50-70) Division.

Junior League: The manager and coach(es) shall be regular season team managers and/or coaches from the Junior Division or Senior Division.

Senior League: The manager and coach(es) shall be regular season team managers and/or coaches from the Junior Division or Senior Division

Team selection:

Only those players who have submitted the appropriate commitment form can be selected to an all-star team

Seniors, Juniors and Intermediate Level: The All-Star team will consist of players from the "Gold" and House team players. The approved All Star manager & Upper Division Director will invite players to the team at their discretion.

Little League All Stars (11-12 year old): Ballots will be given to each manager in the Majors Division no later than the first weekend of May. Votes will be counted and the top 9 vote recipients will be placed on the All-Star team roster, subject to the approval of the postseason committee. Each manager will not be able to vote for players on their own team. The remaining 3 players will be selected by postseason committee members after an evaluation which all eligible 12-year olds will be invited too, regardless of the division they played in during the season. The committee shall weigh total votes, skill level, seasonal statistics (if available) and overall team needs upon creating the All-Star roster. If the committee cannot agree on a player, a vote is taken among board members.

Little League All Stars (10-11 year old): Ballots will be given to each manager in the Majors Division no later than the first weekend of May. Votes will be counted and the top 9 vote recipients will be placed on the All-Star team roster, subject to the approval of the postseason committee. Each manager will not be able to vote for players on their own team. The remaining 3 players will be selected by postseason committee members after an evaluation which all eligible 11 year olds will be invited to, regardless of the division they played in during the season. The committee shall weigh total votes, skill level, seasonal statistics (if available) and overall team needs upon creating the All-Star roster. If the committee cannot agree on a player, a vote is taken among board members.



Little League All Stars (9-10 year old): Ballots will be given to each manager in the AAA Division no later than the first weekend of May. Votes will be counted and the top 9 vote recipients will be placed on the All-Star team roster, subject to the approval of the postseason committee. Each manager will not be able to vote for players on their own team. The remaining 3 players will be selected by postseason committee members after an evaluation which all eligible 10 year olds will be invited to, regardless of the division they played in during the season. The committee shall weigh total votes, skill level, seasonal statistics (if available) and overall team needs upon creating the All-Star roster. If the committee cannot agree on a player, a vote is taken among board members.

9 Year Old Gold Tournament Team: Ballots will be given to each manager in the AAA & AA Division no later than the first weekend of May. Votes will be counted and the top 9 vote recipients will be placed on the Gold team roster, subject to the approval of the postseason committee. Each manager will not be able to vote for players on their own team. The remaining 3 players will be selected by postseason committee members after an evaluation which all eligible 9 year olds will be invited to, regardless of the division they played in during the season. The committee shall weigh total votes, skill level, seasonal statistics (if available) and overall team needs upon creating the Gold roster. If the committee cannot agree on a player, a vote is taken among board members.

Tournament Teams: Postseason evaluations will be held in May. Depending on the number of available managers and players, Dublin Little League will attempt to form as many tournament teams as possible for all divisions. The postseason committee members will select players based on total votes from the postseason ballots, seasonal performance, and positional needs.

These are the post-season teams representing DLL:

- Seniors All-Stars
- Juniors All-Stars
- Intermediates All-Stars
- Little League All-Stars (11-12 Year Old)
- 10-11 Year Old All-Stars
- 9-10 Year Old All-Stars
- 9 Year Old Gold Tournament Team
- 8 Year Old, 9 Year Old, 9-10 Year Old, 10-11 Year Old, 11-12 Year Old Tournament Team

Once an All-Star team exits its respective Little League All-Star tournament, they shall no longer be referenced as an “All-Star” team. They shall be referred to as the “Gold” or “A” postseason team.

27. APPENDIX: Draft Procedures

Minors Divisions (AA and AAA) Draft:

Following the Evaluations and on a date to be announced by the Player Agent, Minors Managers will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players.

Only players that have completed 50% of the skills evaluations are eligible for the draft without special board approval. If there are players that did not complete 50% of the evaluation, they will be selected randomly at the end of the draft.

Drafting order shall be determined by a random draw. Drafting shall be in a serpentine order. For the purposes of explanation, let us assume that there are four teams in the league.



First Round:

- Manager who selects number one from the draw selects the first player
- Manager who selects number two from the draw selects the second player
- Manager who selects number three from the draw selects the third player
- Manager who selects number four from the draw selects the fourth player

Second Round:

- Manager who selects number four from the draw selects the fifth player
- Manager who selects number three from the draw selects the sixth player
- Manager who selects number two from the draw selects the seventh player
- Manager who selects number one from the draw selects the eighth player, etc., until the rosters are completed

Secrecy:

- Players shall never be told the position in which they were drafted

Options for Sons, Daughters and Siblings

An option is an agreement between a manager and the Player Agent covering a special condition. All options must be in writing and be submitted to the Player Agent prior to the draft. NOTE: These provisions also apply for managers having eligible brothers or sisters in the draft. The options are as follows.

Brothers/Sisters in the Draft - When there are two or more siblings in the draft and the parent requests the kids to be on the same team, and the first brother or sister is drafted by a manager, that manager automatically has to draft the other brother or sister on the next turn.

Sons/Daughters of Managers - If a manager has sons and/or daughters eligible for the draft, that son and/or daughter will automatically be assigned to him in the specified draft round. Managers may elect not to take their son and/or daughter during the specified round. If the manager elects not to select the son and/or daughter at the specified round, the son and/or daughter is then available to be drafted by any team.

Draft Rounds

The son and/or daughter of a manager must be drafted in or before the following round:

Draft Round	AAA League Age	AA League Age
6	9	7/8
5	10	9
4	11	10

Coaches – No coaches will be named until after the draft.



Majors Division Draft:

Following the Evaluations and on a date to be announced by the Player Agent, Major Managers will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players. Each team shall be comprised of not less than 12 players.

Only players that have completed 50% of the skills evaluations are eligible for the draft without special board approval. If there are players that did not complete 50% of the evaluation but have been approved for Majors level of play, they will be selected randomly at the end of the draft.

Dublin Little League had elected to adopt the following plan from the Little League Operations Manual. The Plan is described as follows:

Drafting order shall be determined by a random draw. Drafting shall be in a serpentine order. For the purposes of explanation, let us assume that there are four teams in the league.

First Round:

- Manager who selects number one from the draw selects the first player
- Manager who selects number two from the draw selects the second player
- Manager who selects number three from the draw selects the third player
- Manager who selects number four from the draw selects the fourth player

Second Round:

- Manager who selects number four from the draw selects the fifth player
- Manager who selects number three from the draw selects the sixth player
- Manager who selects number two from the draw selects the seventh player
- Manager who selects number one from the draw selects the eighth player, etc., until the rosters are completed

The managers must keep in mind that they must not select more than eight players in a given age group. For 2017, a 10-year old must be selected in the top four rounds in order to play in the Majors Division.

Secrecy:

- Players shall never be told the position in which they were drafted

Coaches:

- All coaches are named after the draft.

Options for Sons, Daughters and Siblings:

- An option is an agreement between a manager and the Player Agent covering a special condition. All options must be in writing (except No. 1) and be submitted to the Player Agent prior to the draft. The options are as follows:
- **Brothers/Sisters in the Draft** - When there are two or more siblings in the draft and the parent requests the kids to be on the same team, and the first brother or sister is drafted by a manager, that manager automatically has to draft the other brother or sister on the next turn.
- **Sons/Daughters of Managers** - If a manager has sons and/or daughters eligible for the draft, and wishes to draft them, he/she must submit the option in writing. If so stated, the parent/manager is required to exercise the option at or before the close of the specific draft round, depending on the League Age of



sons and/or daughters. Parent/manager option takes priority over any other option. NOTE: These provisions also apply for managers having eligible brothers or sisters in the draft.

- **Draft Rounds** - If an option is submitted in writing for the son and/or daughter of a manager, such candidate must be drafted in or before the following round:

Draft Round	League Age
4	10/11
3	12

Special Considerations Which Apply:

- If the manager so chooses, the option on son or daughter may be waived.
- In the event the parent becomes a manager in another league, that parent may not claim the son or daughter
- Players are eligible only in the league whose boundaries include the parent/manager's home residence (as defined by Little League).
- When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the draft.
- Parents of Major League players who become managers or coaches after their children have been selected to a Major team may not automatically claim their sons or daughters, but may trade for them at the proper time, subject to requirements for trading as described in the operations manual.